

Escape In The Dark

y = thief. [Darkness] i {leather bag, copper ring}  
open bag {candle, bag {lockpicks, tumbler, torch}}  
take torch and tumbler. light torch. [Prison Cell] shadows (prison) and prison. Door (empty).

x shadows (artistic guild badge) x badge (signifies y as member of guild of thieves)  
x door (window, lock) x window (2 bars: left + right; too small to squeeze through) x lockpicks  
x left bar (prison side). x right bar (house) tie cord to right bar. x opposite window (see someone movie)

l (prison) ask prisoner about cell (he wakes) show badge to prisoner (through bars) {My name's Angelo}  
ask Angelo about guard. push door with lockpicks (something is still holding it shut)  
ask Angelo about door. (I see a bolt) remove ring. tie cord to ring.  
give ring to Angelo {he removes the ring + attaches the cord, which y used it. (hook?)}

{In art getting a clear view of the geography?}

hit right bar with cord {it flies loose into the corridor} x cell window (y can see the bolt)  
tie cord to bolt. pull cord. open door. (w/n)